GAMES OF STRATEGY

microcomputer games®

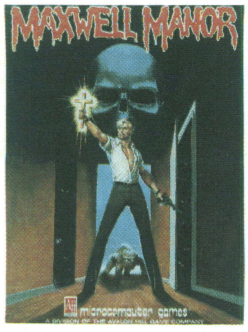
A DIVISION OF
THE AVALON HILL GAME COMPANY
4517 HARFORD ROAD, BALTIMORE, MD 21214 301-254-9200

A "Baker's Dozen" for '85 . . .

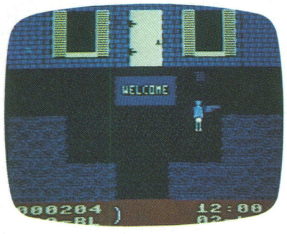
When we're cooking up games at The Avalon Hill Game Company, we keep in mind that you didn't buy your home computer to play just a boardgame in another form. Your computer can open your senses, and transport you into another world, or appear to be a being of wit and cunning. It can keep track of pages of rules and the location of units, juggle the statistics of a baseball game, and entertain, amaze and startle you. It's a complex recipe.

GET COOKING . . . The games shown here represent the latest from the game company that has been entertaining people since 1958. They can take you back into history or forward into time and space; put you in the catbird seat or at the command of armies and navies. When it comes to games of strategy and reflex, Microcomputer Games gives you a baker's dozen of delectable delights to choose from.

This brochure only shows you a fraction of our line. There's **T.A.C.**—our WWII tactical armor game, **Telengard**—our popular dungeon-delving adventure, **Ripper!**—the Victorian age mystery text adventure, the highly-acclaimed **Jupiter Mission 1999** and its sequel, **Quest of the Space Beagle**, and the astounding **Legionnaire**. The only way to find out more is to drop us a line and ask for our catalog. We'll be happy to oblige.



MAXWELL MANOR—*1,000 play variations!*
Our newest arcade adventure also presents you with a puzzling mystery: the owner of Maxwell Manor was found dead in his study. His skull wasn't. Since then, the manor has become haunted with all kinds of strange creatures. You, the intrepid adventurer, must enter the mansion and explore its byways shrouded in danger. Gather the treasures and locate the skull, then discover the key clue that will lay to rest the horror of Maxwell Manor. Comes with complete instructions and hint booklet. Ready to run on your Commodore 64 or Atari with 48K, joystick and disk drive.

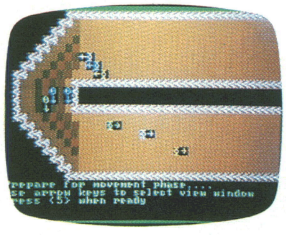


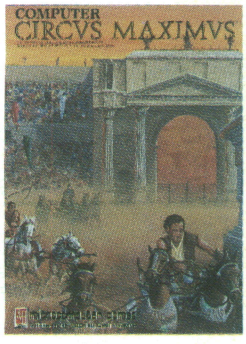
1 player. Playing times varies. **$25.00**

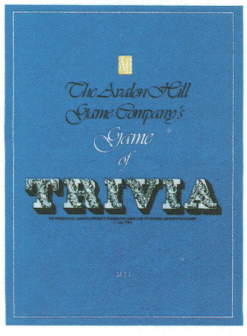
7 Sizzlers for your IBM PC, PCjr. . . .

COMPUTER CIRCUS MAXIMUS—*The ancient sport.*
The dust rises around you as your horses pull your chariot around the final turn. "Victory is mine", you think to yourself. Suddenly, a driver from another faction pulls next to your horses and cracks his whip over them! Your horses strain at the harness into the turn. Too fast! The chariot is on one wheel as it goes around the corner, and you skillfully attempt to retain control. Relive the days of chariot racing on your IBM PC with 128K memory, color graphics board and double-sided disk drive.

For 1 to 12 players. Playing time: ½ to 2 hours. **$25.00**







COMPUTER TRIVIA *"More interesting than that of other trivia games"* . . . Games Magazine.
There's nothing trivial about this: there are enough ways to play this game, with its 6,600 questions, to make it a never-ending challenge. Play solo or with up to seven players. The timed final round gives it a "game show" challenge no others can match! Includes original boardgame. Runs on the IBM PC, PC jr, and most MSDOS compatibles.

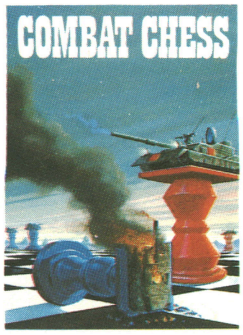
For 1 to 7 players. Playing time varies. **$44.00**

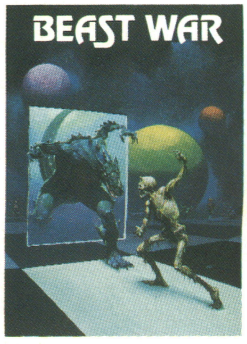
INCUNABULA—*Adventures in the ascent of man.*
The center of your life is the clan. As chief, it is your sacred duty to do what is best for the clan's welfare. Should you trade with the sanguine clan of the wolf? How much tribute should be paid to the powerful Khanate? As much as demanded, or less in the hope that the Khan will not order an attack for your daring? In this game of civilizations, players start as head of a clan, and try to prosper and evolve into an empire, whether through trade or war. Ready to run on your IBM PC, XT or PC jr with 128K color graphics board and double-sided disk drive.

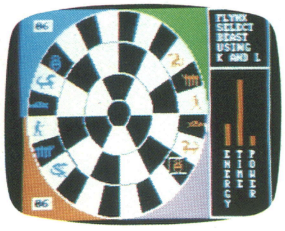
1 to 6 players. Playing time varies. **$30.00**

COMBAT CHESS—*Classic struggle of armored warfare.*
Now an easy-to-learn combat game more engrossing than chess itself. You are at the head of an army of tanks and armored cars in a fast-moving game that requires a lot of skill and a little luck to win. Players select the playing field from a library of ten maps that range from natural terrain to the abstract . . . and players select the rules, like how many units can move, and how far, per turn. There are hundreds of different scenarios to be played. Will run on your Atari with 48K memory, joystick and disk drive.

1 or 2 players. Playing time: ½ to 2 hours. **$25.00**

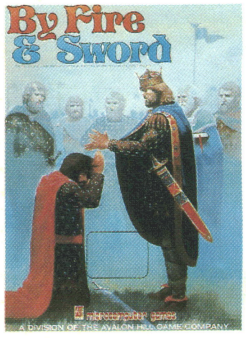




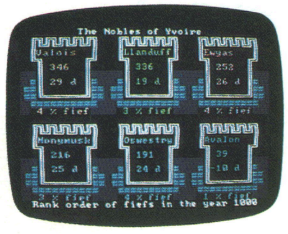


BEAST WAR—*The strategy game of the far future!*
In the galaxy of Alaxis, a nonviolent way of settling disputes has been in effect since 3853 QA. It is a game of strategy and skill called the *Beast War*. Each player begins with six beasts with individual moving patterns. The *Circle of Influence* has three concentric circles. The winner is the player who has captured the most sectors. Once played on a holographic board before millions, *Beast War* has been translated to your Apple II computer series.

1 to 4 players. Playing time: 1 minute to 5 hours. **$25.00**



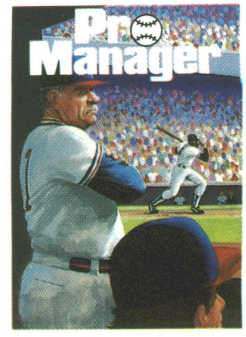
BY FIRE & SWORD—*The game of feudal warfare.*
You're a medieval baron in 10th century France. Ruling your land is easy, except that others want to rule it for you! Up to six players vie for power with the knights, bowmen, yoemen and wizards. Conquer your foes and become another Charlemagne. To run on an IBM PC or PC jr with 128K color graphics board and double-sided disk drive.

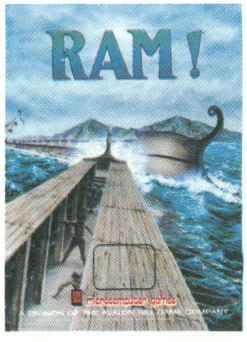


1 to 6 players. Playing time varies. **$25.00**

PRO MANAGER—*Now YOU can manage a major league team!*
With this detailed statistical game you can manage the 1984 teams of both the National and American leagues. What would you have done differently? See if you could have made the winning difference. Included in this great game are the stats for some of the great "Old Timer" teams from the past. How would the Babe have done in today's world? Or, create your own teams and pit them against the best in baseball today. Will run on your IBM PC, XT and PC jr with 128K, double-sided disk drive, as well as most MSDOS compatibles.

1 or 2 players. Playing time varies. **$35.00**



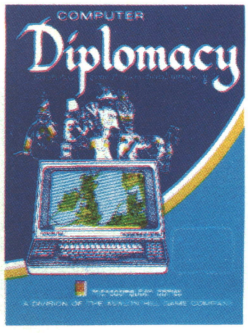


RAM!—*Re-creates naval clashes of the Peloponnesian War.*
Sail the sun-washed Mediterranean on the prowed galleys during the Peloponnesian War. Command the Athenian galleys against their Corinthian and Spartan enemies. This real-time historical game requires quick thinking. Five scenarios from which to choose. 128K diskette for IBM PC, PC jr. Color graphics board and double-sided disk drive required.

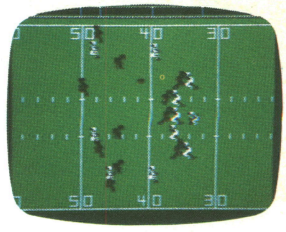
For 1 player. Playing time: 50-60 minutes. **$30.00**

COMPUTER DIPLOMACY—*Classic game of political intrigue.*
You're the Sultan of the Ottoman Empire, awaiting an audience with the Czar of Russia. The stakes are high . . . you want Europe, and so does everyone else. The center of power shifts every turn, from Paris to Berlin, to Moscow or London. Based on the famous boardgame. 256K diskette for IBM PC and most compatibles. Color graphics board required.

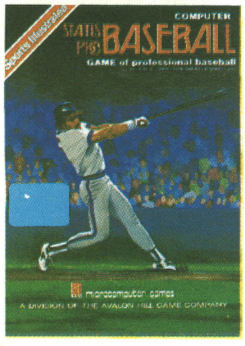
1 to 7 players. Playing time: 4 hours. **$50.00**



SUPERBOWL SUNDAY—*The most realistic . . . and accurate . . . football simulation ever! 10 great SuperBowl matchups!* It is the AFC versus the NFC in this sports game based on great world championships of the past. Remember asking the TV "Why did he do that? What a stupid play!" Now you can avoid all those stupid plays by picking them yourself. See how the game would have ended if a certain play was done differently. You are the quarterback, receivers, runners and managers all rolled into one. You don't just find out what the results are, you see them happen on your computer screen. Will run on your Commodore 64 with disk drive. **Available Summer '85.** Extra season disks will be made available.

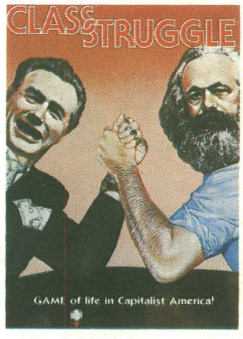


1 to 2 players. Playing time: 1 to 2 hours. **$30.00**



STATIS PRO BASEBALL—*Re-create an entire baseball season!*
Other games pale beside this statistically-accurate baseball game. Contains the complete line-ups of all 1984 teams, plus the chance to buy the "famous teams" disk and the 1951, 1956, 1959, 1961 and 1983 teams. You can save your stats and play out an entire season. Select your line-ups and watch the play-by-play from the dugout. For the Apple II, and Commodore 64 computers.

For 1 to 2 players. Playing time: ¼ to 1 hour. **$35.00**



COMPUTER CLASS STRUGGLE—*Be the party in power to win this game!*
Become a communist, a capitalist, a student or worker in this boardgame adaptation of the struggle of the classes. Simple rules make this an excellent party game. Includes boardgame. *"I heartily endorse this game"*, V.I. Lenin. 48K diskette for Apple II computers.

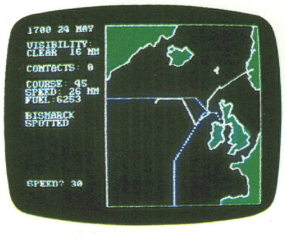
1 to 6 players. Playing time varies. **$30.00**

. . . plus 2 Goodies!

GULF STRIKE—*A whole new wargame in the Persian Gulf!*
Alliances have shifted, and everything old is new again. Iran is opposing the Soviet invasion of Afganistan, and they have responded by rolling their tanks over the border. The U.S. and its European allies are supporting Iran against the Soviet Union and Iraq. This powerful game has drawn unanimous raves, appearing on the year's best software list for Games and Family Computing magazines. *"The result is a major leap forward for the genre, and the best computer wargame to date."* (Family Computing magazine). 48K diskette for Atari home computers.

1 or 2 players. Playing time: 2 hours. **$30.00**

DREADNOUGHTS—*Re-create major naval action in the North Atlantic.*
As captain of the Bismarck, Hitler has given you an order: sink the North Atlantic convoys and return to fight again. You don't know where they are, except that the Royal Navy is waiting for you. Challenge them with the world's most powerful battleship! Also contains a tactical battle game for up to 10 ships, drawn from a roster of 44 British, German, French and American ships that sailed the Atlantic during that time. 48K diskette for Apple II computers. Available soon for Commodore 64.



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